
Subject: Lights

Posted by [BlueThen](#) on Thu, 16 Aug 2007 21:48:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like em. They are quick, small, and powerful. Although weak armour, if you have a light and a few engis or so, then you can pwn. Opinions anyone?

Subject: Re: Lights

Posted by [sadukar09](#) on Thu, 16 Aug 2007 22:25:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Light>mammy

Subject: Re: Lights

Posted by [Starbuzz](#) on Fri, 17 Aug 2007 00:21:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's amazing how agile you feel in the Light when up against Meds. Also, the very low profile of the Light makes it more harder to hit.

Subject: Re: Lights

Posted by [bisen11](#) on Fri, 17 Aug 2007 05:05:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I wouldn't say powerful, but you can deffinatly get more hits on things than they can hit you, which makes them better.

Subject: Re: Lights

Posted by [Goztow](#) on Fri, 17 Aug 2007 06:55:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Light tanks are cool. But Med tanks should own them in even battles (which is logical as they're more expensive).

Lights should usually be combined with teched arts for optimal use.

Subject: Re: Lights

Posted by [BlueThen](#) on Fri, 17 Aug 2007 07:00:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Fri, 17 August 2007 01:55Light tanks are cool. But Med tanks will own them in even battles (which is logical as they're more expensive).

Lights should usually be combined with teched arts for optimal use.
if the med driver is n00bie, then the light can easily kill the med and dodge it's bullets.

Subject: Re: Lights
Posted by [Goztow](#) on Fri, 17 Aug 2007 07:04:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's why I said "should" .

Subject: Re: Lights
Posted by [BlueThen](#) on Fri, 17 Aug 2007 07:09:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Fri, 17 August 2007 02:00Goztow wrote on Fri, 17 August 2007 01:55Light tanks are cool. But Med tanks will own them in even battles (which is logical as they're more expensive).

Lights should usually be combined with teched arts for optimal use.
if the med driver is n00bie, then the light can easily kill the med and dodge it's bullets.
nuh uh. lol

Subject: Re: Lights
Posted by [Starbuzz](#) on Fri, 17 Aug 2007 08:43:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Thu, 16 August 2007 23:55Light tanks are cool. But Med tanks should own them in even battles (which is logical as they're more expensive).

Meds will own Lights no matter...Meds are more powerful. If a Med and Light tank face other and start shooting, the Med would win...with little health left of course.

But during battles, the driver who is more focused will win. For example, it is essential that every shot count...1 missed shot and that's a big disadvantage. Terrain must be used for cover and a driver must know when to move back or up against the enemy tank.

Also, we can count on the other driver missing a shot or doing something n00by...this will prove advantageous.

Subject: Re: Lights

Posted by [Jamie or NuneGa](#) on Fri, 17 Aug 2007 11:13:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

lights are fun to drive around, but when when there meds camping ur base, arts are best, a quick light rush sometimes works though

Subject: Re: Lights

Posted by [npadul30](#) on Tue, 28 Aug 2007 17:00:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol, you spam way to many topics

Subject: Re: Lights

Posted by [npadul30](#) on Tue, 28 Aug 2007 17:01:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Light are good because of their speed, the med drivers aren't ready for their fast speed. Lights can tend to outrun and confuse med drivers with a simple side to side motion.

Subject: Re: Lights

Posted by [Starbuzz](#) on Tue, 28 Aug 2007 18:33:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Which is why you don't always shoot AT a moving tank. You estimate and shoot where you think it will be the next second. Granted, this is much harder when you are a Med against a Light...the small chassis of the Light and it's speed will make your life harder. But it's easy to do this against a Med with a Light due to the bigger size and slower speed of the GDI tank.

Subject: Re: Lights

Posted by [IronWarrior](#) on Tue, 28 Aug 2007 21:13:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I find Light tanks to be total crap to be honest, it's weapon is weak against everything, I would just wait and buy an arty or stank.

Only time I ever use a light tank is in a mass rush and only then if I can't get my hands on a flamer tank first.

Subject: Re: Lights

Posted by [Herr Surth](#) on Wed, 29 Aug 2007 12:09:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

I cant imagine to play Field without Lights tbh

Subject: Re: Lights

Posted by [puddle_splasher](#) on Thu, 30 Aug 2007 09:03:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Fri, 17 August 2007 03:43 If a Med and Light tank face other and start shooting, the Med would win.

cough If 2 tanks attack head on, especially a Med and Light, then I am afraid that we have a noob in each of them

Subject: Re: Lights

Posted by [BlueThen](#) on Thu, 30 Aug 2007 19:38:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

npadul30 wrote on Tue, 28 August 2007 12:00lol, you spam way to many topics and then you double post?!

Subject: Re: Lights

Posted by [MexPirate](#) on Thu, 30 Aug 2007 20:24:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Thu, 30 August 2007 04:03Starbuzz wrote on Fri, 17 August 2007 03:43 If a Med and Light tank face other and start shooting, the Med would win.

cough If 2 tanks attack head on, especially a Med and Light, then I am afraid that we have a noob in each of them

you make no sense. care to explain what the problem is with attacking head on? it's often the only way to get to enemy vehicles behind cover when using a med or taking advantage of the light tanks agility to land more shots than you take in open ground when you have room to manouver.

Why would you use engies on a light tank? you tech it yourself because it is fast enough to duck behind cover, blast the repairs and keep firing, when the odds are stacked against you then it should be fast enough to get back to base and come out with backup - as was mentioned they are the are the perfect companion to arties keeping enemy vehicles at a distance and taking hits when needed whilst the art provides the damage.

Subject: Re: Lights

Posted by [puddle_splasher](#) on Fri, 31 Aug 2007 16:03:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Thu, 30 August 2007 14:38npadul30 wrote on Tue, 28 August 2007 12:00lol, you spam way to many topics and then you double post?!

And you are still the starter of spam topics

Subject: Re: Lights

Posted by [puddle_splasher](#) on Fri, 31 Aug 2007 16:11:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

MexPirate wrote on Thu, 30 August 2007 15:24puddle_splasher wrote on Thu, 30 August 2007 04:03Starbuzz wrote on Fri, 17 August 2007 03:43 If a Med and Light tank face other and start shooting, the Med would win.

cough If 2 tanks attack head on, especially a Med and Light, then I am afraid that we have a noob in each of them

you make no sense. care to explain what the problem is with attacking head on?

Why would you use engies on a light tank? you tech it yourself because it is fast enough to duck behind cover,

You answered it yourself!!!!

If you are going to duck behind cover then its not head on.

This whole topic becomes ifs and buts because players will not accept and read the literal meaning of the sentence.

Fully head on, no repairs on any tank, a Med and a Light, no one deviating, then the Med wins.

How simple is that? To answer your other question as regards the problem! Players WILL and rightly so "duck behind cover" for repairs, so no problem at all is there?

These spam topics can be interpreted using readily available stats for answers. NOW keep in mind that we must remove all the ifs and buts to get the true answers.

Hope this answers your problems as regards a full head on attack with no repairs.

Subject: Re: Lights
Posted by [Herr Surth](#) on Fri, 31 Aug 2007 19:00:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle, youre a noob.

Subject: Re: Lights
Posted by [Starbuzz](#) on Fri, 31 Aug 2007 19:32:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Fri, 31 August 2007 14:00puddle, youre a noob.

Puddle loves his Med tooooo much. He has Medaria.

Subject: Re: Lights
Posted by [BlueThen](#) on Fri, 31 Aug 2007 19:44:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Fri, 31 August 2007 11:03BlueThen wrote on Thu, 30 August 2007 14:38npadul30 wrote on Tue, 28 August 2007 12:00lol, you spam way to many topics and then you double post?!

And you are still the starter of spam topics

you also double posted! What's with you people! My topics aren't spam, it's the messages within my topics! Fuck you all! >.>

Subject: Re: Lights
Posted by [puddle_splasher](#) on Sat, 01 Sep 2007 16:05:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Surth wrote on Fri, 31 August 2007 14:00puddle, youre a noob.

A Ned noob no a Med noob

Subject: Re: Lights
Posted by [topcap](#) on Sat, 01 Dec 2007 21:12:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like light tanks theyre quick, good firepower and cheap but i think meds are better
